

WHEN BROS PUBLICATIONS IN

2/6 /5/5

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SPECIAL THANKS DIAGRAM OF BRADSHAW FOOT	Munic 13 FSWITCH 145

ARTICULATION NOTATION FOR MODERN ELECTRIC GUITAR

1	Strum for bestom to top, or
1	Top to bottom of voicing.
V/B =	with box, given pleas is performed with the use of the whaming box (vibrate box, teamole arm, by stick, tun bandle; etc.)
п	= DownStrum 🚨 = Up Strum
m	- Mute with salm of right hand
ж	= Seeni mute, finot as dead as "m"1
5	$=$ V_0 tona Bat (between $ \xi $, $ b $)
1	= % tone shurp
#	= 1 and 14 tone sharp, between (🛊 , × 1
x	 Next to A chord is short hand for triad. B[△] = B major triad.
	 Under or over a note means more percussively, then normal and elightly shorter
	 Indicates a phrase marking, usually at the beginning of a group of notes. This also indicates that a note in to be picked.
ļ	= Stoccato, eheat
	= Short & percussive
-	Bend from one note to another
P	 A straight line between any two notes indicates a slide from one note to the other.
Ţ	Pall off or barramer
PF	- Pluck with lingers of the right hand
w/p	 With pick, usually returning after PF
****	 When this symbol appears and there's only one note, it means to rake across the mated strings with the pick.
Let us	ring= whatever notes are shown under the dotted brackets should be played in a lasticen so to let the notes ring in the duration of the brackets (abbreviated L.R.)

H 12, H 5, H 3: This notation above a note indicates that the note is sounding a harmonic by lightly placing a finger of the left hand over a first and placking. The first θ is indicated next to the "H".

Performance Notes

- **INTRO.** *1 The first chord of this song is done with the normal rig with a stereo setting on the Roland 3000 of 730 milliseconds. Panned hard left and right, this gives the large stereo tonality.
- INTRO. *2 Talking guitar Giving the guitar the illusion of speaking is easier than it may sound. The trick is to not think about notes, but just what your own mouth would do. The wha wha pedal can be very helpful in that it can act as a vowel enhancer. The conviction is left up to the imagination of the performer.
- 8 This lick is double tracked and is done by hitting harmonics on the 5th fret of the G string. Then perform the melody written by depressing and pulling on the bar to get the designated notes.
- [A2] 15 & 16 This lick is a series of hammer-ons and pull-offs, sometimes referred to as a "flutter." None of the notes are picked.
- **B** 2.4.6 On this riff, you progressively push harder on the strings with your left hand, causing the strings to go sharp a bit, and at the same time "pinch" the notes with the right hand for the harmonic effect,
- D 2-9 The melody guitar in this song has heavy echo on it, repeating every half note with about 20% repeat (feedback).
- D 3.7 &8 Hit G on the 3 string, 12th fret and quickly dip the bar down in the space of an 8th note. Raise the bar and vibrate violently in the space of 4 quarter notes.
- E 1 & 2 This represents a muted strum. Mute the strings with your left hand and strum.
- E2 3 & 4 This is a series of hammer-ons and pull-offs using the right hand on the neck where indicated. The lick is played without any picking. Strictly legato.
- E2 5 & 6 Depress vibrato bar and slide up the neck (5 string) while raising the bar,

INMED UOSE

Words and Music by DAVID LEE ROTH and STEVE VAI



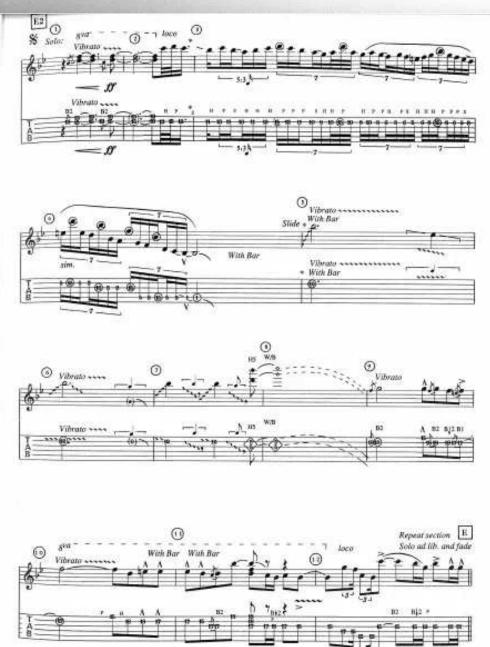












SHY BOY Set Up

The "basic amp set up" used here is a 100-watt Marshall head directly into a 4/12 cabinet housing 50-watt Celestions, A Bass Super Overdrive is used for some solo spots and fills.

Guitar - "Green Meanie" Charvel

The signal at the console is run into a Roland SDE 3000 for a stereo charus effect. The settings are basically: Delay X=15 milliseconds, Feedback =0. Output =50%, slight modulation and rate time. Those two returns are panned hard left and right. Then there's an overall slight echo at quarter notes.

For the sections that are done with one guitar, the "basic amp set up" is used.

- This section is double tracked "Basic Sound" guitars panned left and right with slight overall echo.
- 13 One guitar (stereo chorus)
- SOLO2 This section is double tracked
- G 15 This section is double tracked
- G 17 Echo is added to the guitar, repeating every half note, approx. 720 milliseconds.

All pick-up selectors in 5th position.

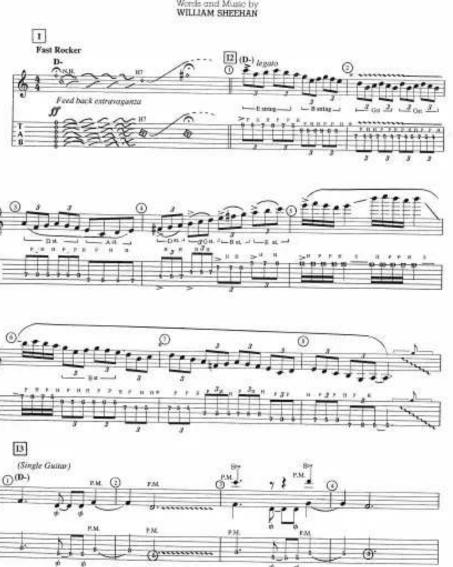
Performance Notes

The Intro. to this song is a feedback and whammy bar extravaganza. The final note is performed by hitting a harmonic on the 7th fret (4) string, and pulling up on the bar.

- The notes that are written are what's being lingered, but as they are being hammered and pulled off with the left hand, the right hand bends and vibrates the riff with the whammy bar.
- 12 7 & 8 All the notes in these bars are hammered and pulled off (no picking).
- A2 13 This riff is played on the G string and is done "hand over hand" by hammering and pulling off.
- SOLOI is one guitar.
- SOLO II has 2 guitars playing what's written in unison.
- [G] 17 First depress the vibrato bar, then strike a harmonic on the 5th fret of the G string; then slowly raise the note and pull the bar so the note goes sharp. All of this is done with a delay on. The settings are basically: Output = 50%, feedback = 25%, delay is about 450 milliseconds.
- G 18 Hit one note and whammy like mad.
- Q 19 Pulling the bar down and letting it go will cause the bar to traumatize, giving the note that nervous vibrato twitch.

SHYBOY

Words and Music by



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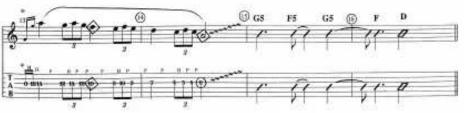
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LADIES'NITE IN BUFFALO? Set Up

The "basic amp set up" was a 100-watt Marshall head plugged directly into a 4/12-inch cabinet housing 30-watt Celestion speakers.

Guitar - Pink Tackson

For the Intro chord the stereo delay unit is set at delay time = 360 milliseconds, F.B. (feedback) = Om, delay output = 50%.

A This is the basic amp set up. Pick up selection position #4. The tone used is cleaner than the basic dirty amp set up. This is done by backing down the master volume. A Boss super overdrive is used for the fills.

E SOLO – This is the same sound set up as the rhythm guitar track with more overdrive on the amp. This section of the solo is single tracked. Pick up selector at #5 position.

E2 Double tracked, panned left and right. Pick up selector position #1.

B3 The sound set up on this melody line is the basic sound with the exception of the stereo delay unit. The settings are: Delay time - 35 milliseconds, Output = 50%, F.B. = 0, Modulation = 50%, Rate = 5%. Pick-up selector position #5.

The entire rhythm track for this song was originally intended to be a scratch guitar track to be redone with different textures and overdubs – but you know how things get in the studio sometimes!

Performance Notes

1 The guitar effect on the Intro. is a delay unit with a stereo output panned left and right and a delay time of approximately 220 milliseconds with 0 feedback and 100% output.

The first part of the guitar solo is one guitar from **E** 1-8. From **E2** 1-8 there are 2 guitars in unison. **B** returns to one guitar.











ELEPHANT GUN Set Up

Guitar - Green Meanie Charvel

Amp—Marshall 100 watthead directly into a 4/12 cabinet with 30w Celestion.

This entire track is doubled and guitars are panned left and right (hard).

Performance Notes

The entire guitar track on this song is doubled and panned hard left and hard right.

C 16 You shake the pick violently as you scrape it down the B & Estrings.

The Bass solo is over the changes. The guitar just fingers the part and lets the notes feed back at various intervals.

D2 15 & 16 The 2 stereo guitars go to different parts instead of unison.

ELEPHANT GUN

Words and Music by DAVID LEE ROTH and STEVE VAL













BIG TROUBLE Set Up

Guitar - Green Meanie Charvel

Amp Set Up - Main rhythm sections: Marshall 100-watt head directly into a 4/12 cabinet with 50-watt Celestions.

The Intro and solo guitar set up is the same format as "Shy Boy." These parts are one guitar. Intro pick-up selector position #2; Solo section pick-up selector is position #5.

The Main Rhythm section is double tracked for the entire song. Pick-up selector position #5.

Performance Notes

Double tracked

While the bar is depressed on the 3rd beat, you finger the C# chord and then raise the bar so that on the down beat of the next bar, the C# chord sounds.

A2 4 This lick is done by hammering-on and pulling off and both bending with the left hand and using the bar to bend.

At this point, the 2 unison rhythm guitars break off and play the same part an octave apart.

C2 11 Shows the vibrato bar dips. The () shows the duration of each long tone. The overtone is sounding and the note takes a big, quick dip with the bar every dotted 8th note.

BIG TROUBLE

Words and Maine by DAVID LEE BOTH and STEVE VAI















BUMP & GRIND Set Up

Guitar - Green Meanie Charvel

Amps – Marshall 100-watt head directly into a 4/12-inch cabinet with 30-watt Celestions.

The Rhythm part is double tracked for the entire song. Pick up selector position #5.

The Solo -100 watt Marshall head directly into a 4/12-inch cabinet housing 50-watt Celestions. Pick up selector position #5.

Performance Notes

This song is double tracked with the exception of the solo.

- This first lick is played by hitting E on the A string and quickly bending down with the bar. The bar is then raised slowly while the note is vibrated with the finger.
- D 1 Scrape and shake the pick down the B & Estrings. This works best when the pick is already broken in by scraping it along the lower strings a bit. This will make the pick rigid and more squeekable.
- D 3&4 This is done by placing the B string under the nail of your third finger (left hand) and pulling it down and slightly around the neck.
- 5-8 Rub the neck of the guitar on the microphone stand corresponding to the indicated dotted line.

BUMP AND GRIND

Words and Music by DAVID LEE ROTH and STEVE VAI











GOING CRAZY Set Up

Guitar - Green Meanie Charvel

Amps—Carvin X100B Amp. out of the effects loop into an SDE 3000 set for various echos. The output of the 3000 goes into the input of another Roland SDE 3000, and then the stereo outs of the 2nd Roland get returned to the effects loop of 2 Carvin X100 B Amps.

The cabinets are stock Carvin 4/12 cabinets that are filled with 50-watt Celestions.

Main Rhythm Guttar-Pick up selector position #5 (Bridge, treble) DDL #1 set with slight echo. Approximate settings are:

DDL#1-D.T.-235 milliseconds, F.B. = 20%, Output = 12%, Mod. = 0, Rate = 0.

DDL#2-(chorusing effect) D.T. = 15 milliseconds, F.B. = 0, Output = 50%, Mod. = 60%, Rate 5%; panned left and right.

The same settings are used for the solo.

Performance Notes

The technique used in the rhythm part of this song consists of plucking the notes with the fingers of the right hand. Pulling on the strings gives the notes a "snap" characteristic.

- I 1-4 The pover the notes show what fingers to use when plucking.
- **B**. 4-5 The pinch harmonic section. The string is pinched rather close to the bridge. Then, as the notes go by, the string is pinched in closer and closer to the neck.

GOIN' CRAZY!

Words and Music by DAVID LEE ROTH and STEVE VAI



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"SKYSCRAPER" EQUIPMENT NOTES

Yet another evolutionary stage in the development of Steve Vai sound exaggeration.

For this album, I was introduced to the world of the "Bob Bradshaw Rack System," a custom made rack and foot switch system" that allows the use of studio quality outboard gear to be used in a live guitar playing environment.

In this particular rack, the signal was processed as follows:

A line level output is taken from the pre-amp of a custom moded 100-watt Marshall head, (moded by Jose Arrendondo). This signal is then fed into the rack. It first hits a Drawmer Duel Gate, to gate the signal when not playing. This gate is always turned on. The signal then goes to a Roland SDE 3000, (Delay #1) that is used primarily for each. Then that signal is sent to a rack-mountable Rein mixer where it is split and sent to other various effects. On the pedal board, this effect is marked as "SHMEAR."

One signal is sent to a Yamaha Delay 1500, (DDL #2) in mono. This delay is primarily used for shorter echos or slaps. It's returned in mono and sent to another Yamaha DDL 1500 (Delay #3). This delay is used for stereo chorusing and stereo effects. The signals are returned to the Rein mixer and panned hard left and right. On the pedal board, these two delays are labeled MEAT I and MEAT II respectively.

A stereo signal is then sent to an Ibanez Reverb 1000, Labeled Rev on pedal board. Next in the chain is an Eventide 969 Harmonizer (mono return). Then an Eventide H3000 Harmonizer (stereo return). They are labeled God and Zilla on the foot pedal.

Eventide SP-2016 (re-returned in stereo) and next is a T.C. Electronics stereo chorus (returned in stereo). Then a T.C. Electronics analog chorusing unit, They are labeled SP2016, Dizzy, and Bigger.

A Yamaha SPX90 is in the chain at this point and has stereo returns. It is labeled Putz on the foot pedal.

The unique thing about the Bob Bradshaw rack is that when a particular piece of gear is not turned on the footswitch, the piece is bypassed completely so the integrity of the signal is not compromised. Way to go, Bob.

After all this processing, there is a stereo line level output out of the rack. That is then fed to a stereo Yamaha power amp (250 watts ea. side). The output of the power amp then goes to 2 Marshall cabinets housing 50-watt Celestions.

A power soak is used on the speaker output of the main Marshall as to reduce the load on the head.

THE BOTTOM LINE Set Up

Guitar - Tom Anderson custom Ax

Intro Triple track guitars

Guitars #1, #2, #3 - same settings

Effects
MEAT #1
D.T. (Delay Time) = Quarter Notes
F.B. = 20%
D.O. = 8%
P.P. (Pick-Up Position) = #5

Double tracked unison rhythm guitars Guitars 4 & 5 Same setting

Effects MEAT #1

D.T. = Quarter Notes

F.B. = 20% D.O. = 8%

P.P. = #5

Solo Break - Single tracked guitar

Effects

MEAT #1 = Same

T.C. = Analog chorus

SPX 90 = Harmonizer Setting Intervals Root #4, M7.

P.P. #5

[&]quot;See p. 143 for diagram

Performance Notes

This song opens with a fierce drum fill and guitar coloration. The guitar sound is done by scraping the pick down the G string while shaking it. It works best when you make the pick rough on the edges by scraping down one of the heavier strings a few times first. This will help it to squeek when you run it down the string.

There are 3 unison guitars playing the opening melody. They enter at different times (every 2 beats of the 1st note).

The rhythm guitars in this piece (the verses, choruses and 🗈 sections) are doubled.

A2 1 One of the doubled guitars goes up one octave.

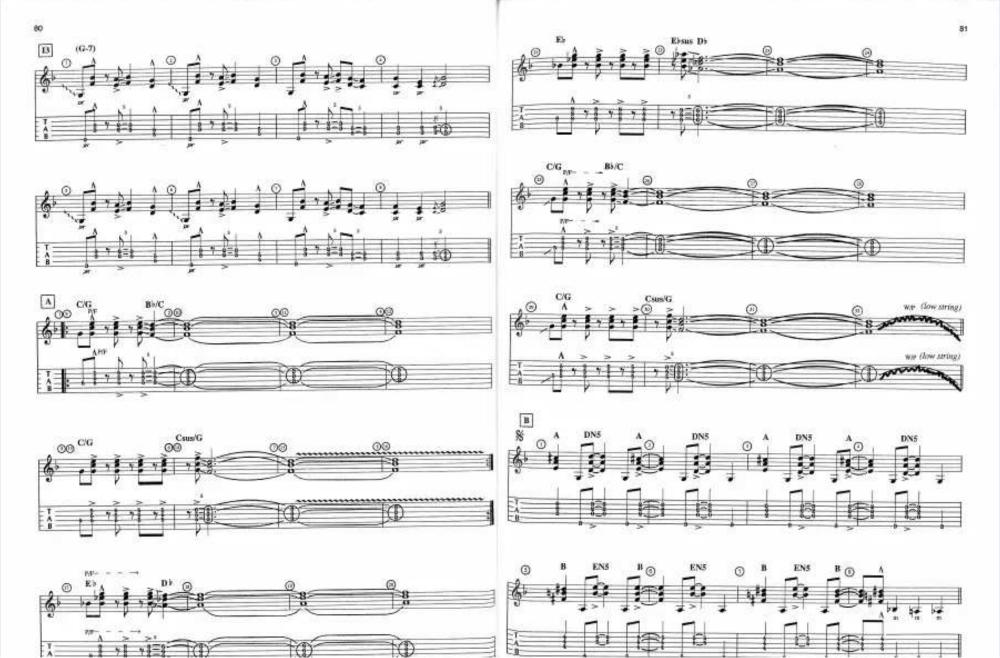
[A2] 7&8 Guitar I plays what's written; Guitar II doubles Guitar I up one octave.

D The guitar goes into a series of hammer-ons and pull-offs. The signal is sent through a harmonizer that produces 2 individual tones besides the fundamental pitch. This particular harmonizer is set so the 1st interval sounds an augmented 4th from the pitch and the second interval sounds a major 7th from the pitch.

THE BOTTOM LINE

Words and Music by DAVID LEE ROTH and STEVE VAL

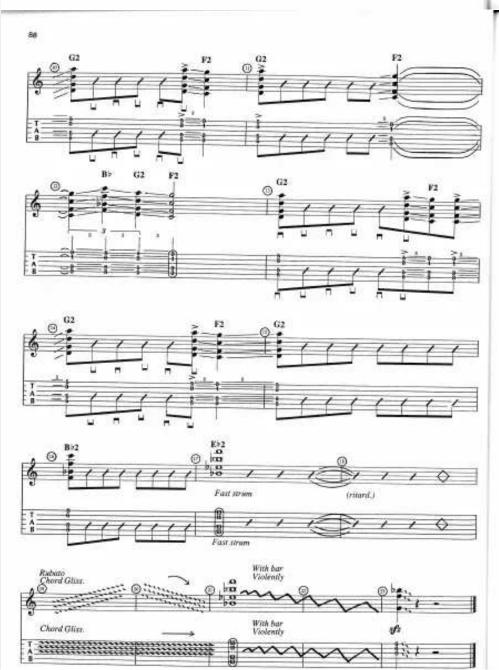












SKYSCRAPER Set Up

Guitars - Tom Anderson custom guitar,

B.C. Rich Double Neck,

12 & 6 string Bitch.

Jem 7

Intro

Stereo tracked single guitar (Tom Anderson)

Effects

MEAT #1

D.T. = " Notes (8th notes)

D.O. = 12%

F.B. = 20%

MEAT #II

D.T. = 30 milliseconds

D.O. = 50%

F.B. = 0

Mod = 60%

Rate =

T.C. Analog Chorus = on

P.P. = #5

A Rhythm Guitar #1 - Ibanez Jem 7

This guitar is recorded as clean as possible and mixed very softly in the mix. It's taken directly out of the guitar and into the direct box and recorded dry with no effects. Later, reverberation is added in the mixing stage.

(P.P. = #2)

Rhythm Guitar #11 - B.C. Rich 12 string

The signal from this guitar is taken direct from a direct box and brought up to the console. A MULT is used to split the signal and send it to some effects. One side is sent to an old Eventide Flanger and the other is sent to an old Eventide Phase Shifter. These effects are a little noisy, but there are no other effects on the market these days that can quite emulate the sound they can produce.

The signals are then returned to the console, panned hard left and right and recorded on 2 tracks. This guitar is also soft in the mix.

The 3rd guitar used on the verses and B sections is Rhythm Guitar #III-Tom Anderson guitar. This was originally recorded during the demo sessions and flown into the album master. The same holds true for the Intro guitar melody.

The effects set up on this guitar are the same as on the Intro guitar. This rhythm track is mixed extremely soft. P.P. = #5

Solo Guitar - Jem 7 Effects - Same as Intro

Solo Guitar #2 - Tom Anderson guitar
Ettects - Same as Intro with the addition of:
Roland SDE 3000 (mono)
D.T. = Inotes
D.O. = 50%
F.B. = 28%
P.P. = #5

Clean Section A Guitar #I - same setting as A, P.P. #2

Clean Section B Guitar #I - P.P. = #2, same setting as A Guitar #II - P.P. = #4, same setting as A

An additional guitar is tracked and made more pronounced on the ending. It's slightly dirty, but not the overdriving sound used for the ending power chords.

Jem 7
MEAT # I
D.T. = 256
D.O. = 12%
F.B. = 8%
T.C. Analog chorus
MEAT # II (planned to mono)
Same as Intro MEAT II, P.P. #4

Performance Notes

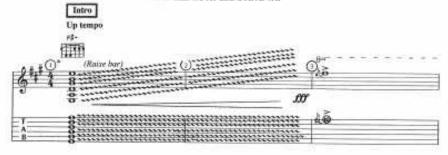
 $\boxed{1}$ 1 & 2 With a volume pedal on the off position, depress the whammy bar. Slowly raise the bar and the volume at the same time.

The rhythm guitar at the A & B sections are being played by a very softly mixed electric distorto guitar and a soft clean 12 string electric guitar.

- **B** 9 Turn the bar so it's facing the back of the guitar and push on it so the string goes sharp approximately a Major 3rd. Let the bar go, causing it to vibrate very fast.
- D 7 &8 The "E1" appearing on the first beat of bar 8 is being fretted by the first finger of the right hand on the 19th fret of the A string. The chord then is strummed from the top strings down by the fourth finger of the right hand.

SKYSCRAPER

Words and Music by DAVID LEE BOTH and STEVE VAI





F\$-11 D6/9 В 3 ① A2/G A2/G B-11 (F⁴-11)With Bar With Bar B-11/E





Set Up

Guitars:

#1 Martin 6 String Acoustic

#2 Martin 6 String Acoustic

#3 Guild 12 String Acoustic (recorded at 1/2 speed)

#4 Same as 3

#5 Guild 6 string at normal speed

#6 Choral Sitar

#7 Clean direct to tape via D.I. Box, Tom Anderson Guitar

Melody and Solo Guitars

#8 Choral Sitar

#9 1/2 speed 12 String Guild-Unison

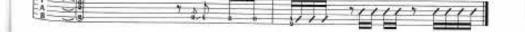
#10 Tom Anderson Guitar (Recorded backward) - Unison

All these guitars are recorded direct to tape via D.I. boxes. Slight reverb is used in the mixing stage.

The only guitar using an amp is guitar #10. The signal was sent into a D.I. box then split and sent to the amps that had a relatively clean setting on them. The two signals were then returned to the console and blended together for I guitar tone. The way this passage was recorded was a little unorthodox. I took the melody for the choruses and solo and wrote it down in manuscript form and then rewrote it in retrograde which is a technique some composers use in Modern and Classical music. It just means to write the melody out backwards. Then I flipped the tape of the masters. So now I am hearing the song backwards and when the melody part comes up I play the melody backwards. When you flip the tape back over, what you get is the original melody with the backward effect on it.

Weird, but it works.

P.P. #1



Performance Notes

The main instrumentation for the guitar part of this song is:

a) Choral Sitar

b) 2 acoustic 6 string Guitars

c) one double speed 12 string acoustic Guitar

d) one clean Electric Guitar

e) one normal speed 12 String Guitar

All of the guitars have the E string tuned to low D.

B 8 The numbers that appear underneath the down stemmed notes indicate the fingers used.

C2 The guitar melody over the chorus is a combination of a choral Sitar, a backwards Electrical Guitar, and a double speed (8VA) 12 string Guitar.



DAMN GOOD

Words and Music by DAVID LEE ROTH and STEVE VAI











HOT DOG AND A SHAKE
Set Up

Guitar - Tom Anderson

Intro – double tracked guitars in unison — Guitars I & II

Effects -

MEAT #I D.T. = ↓

F.B. = 15%

D.O. = 8%

P.P. = #5

A Single guitar (1 track), Guitar III No effects.

B Stereo tracked guitar (2 tracks). Guitar IV

Effects -MEAT #I - Same as Intro.

MEAT #II - So

D.T. = 20 milliseconds

D.O. = 100%

F.B. = 0

Mod = 40% Rate = 5%

T.C. Analog chorus

P.P. #5

Chorus -

Guitars III & IV - double tracked (unison)

D1 Guitars I & II Same settings - add wha wha

D2 4

D3 4 Guitar IV with wha wha

D4 D.T. = Suitar IV - Add Roland SDE 3000 D.O. = 50%

F.B. = 15%

D5 Guitars I & II

The last lick of the song is Guitar IV with the same echo that is used on the solo section.

The amp settings on these guitars are slightly cleaner. Pull back the master volume.

Effects -

MEAT #I -

D.T. = J

F.B. = 20%

D.O. = 6%

Performance Notes

In the introduction to this song, the rhythm guitar parts are doubled.

14 In this measure on the 3 beat, the squiggly lines refer to the use. of the vibrato bar. On the 3rd downbeat of the measure, you depress the bar to blubberize the string, then quickly raise the bar and slide up one octave.

A The song goes into a mono guitar part.

A2 11 & 12 Depress the whammy bar, and on the 6 string trill a minor 3rd interval approximately 1/2 way up the neck. Raise the bar and raise your trilling. This goes on for bar 11 and half of bar 12.

For the last 2 beats of bar 12, just slide up to the highest fret on the 6 string. and stretch as hard as you can, then bring the note back down.

D2 1-7 In these bars, just stretch to the C# and let the amp do the work. Given the different circumstances for the performance of this section, it is impossible to duplicate the reaction of the guitar vs. the amp identically, "just go for it."

D3 1 This lick is performed with right hand tapping and pull-offs. 111

- D3 4 The 1st B; in this bar is being played by the first finger of the left hand on the 12th fret, then slide up to D#. At this point, the second finger on the right hand is crossed over the left and frets the B. 12th fret. Then that note is slid up.
- D4 1-8 The part that is written is the part that's played. There is also an echo added to it. The settings are: Feedback = 20%

Delay time = (4 full beats) Balance = 50%

D5 is double tracked. The first 4 bars are in unison, then it splits to harmony.

[A3] 11 & 12 This lick is performed entirely on the G string. The first note is bent from A to B on the 2nd fret and then with the 2nd finger of the right hand, hammer on the 14th fret of the G string sounding a B. Then de-bend the note down to A 14th fret (still fretting with the right hand) Then pull off to A, 2nd fret.

HOT DOG AND A SHAKE

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STAND UP Set Up

Guitars-Ibanez Jem 7 Tom Anderson Guitar on solo

Intro

Double tracked guitar (Guitar #1 & II)

Effects

MEAT # 1

D.T. = J

F.B. = 12%

D.O. = 9%

T.C. Chorus

P.P. #5

A Stereo tracked (single guitar) Guitar #111

This guitar is recorded cleaner. This is done by backing off the master volume on the amp a little and bringing the volume knob down to about ½ velocity on the guitar.

Effects

MEAT #1

D.T. = \$

F.B. = 20%

D.O. = 10%

MEAT #2

D.T. = 35%

D.O. = 100%

F.B. = 0

Mod. = 75% (approx.)

Rate = 5%

T.C. Chorus Eventide S.P. 2016 - Flange

SPX90 - Stereo delay setting Delay #1 Delay #2
D.T. = J D.T. = J
D.O. = 30% D.O. = 30%
F.B. = 30% F.B. = 15%

24

Also, a line is taken directly out of the guitar into a direct box and sent to the console. This guitar tone is panned up the middle and is heavily flanged with an old Eventide Flanger.

B section Intro Guitars #I & II

C Guitars I & II

Solo – Stereo tracked
Same processing as verse guitar without the D.I. Box return. The amp is considerably beeted up too. On several notes, the Roland SDE 3000 is "popped on." The settings are:,

D.T. = # F.B. = 20% D.O. = 30% P.P. #5

The outro vamp is Guitars l & II going in and out of harmony and unison with each other.

Performance Notes

The main rhythm parts are double tracked in unison. The \square sections are one guitar with stereo panning (see sound appendix).

C 3 (The Gsus chord). The root is played with the thumb.

B2 9 & 10 This sound is done by taking an allen wrench and scraping against the strings, creating a slide effect.

C2 16-19 Hit the low Estring and bend it down until the string flaps against the pick up.

Solo 1-4 This effect is obtained by letting the strings ring and lightly rubbing them. Also, bend the notes with the bar and scratch the strings with the pick.

STAND UP

Words and Music by DAVID LEE ROTH and BRETT TUGGLE























HINA Set Up

Guitar - Tom Anderson

Rhythm track - stereo tracked (single Guitar #2)

The effect on this guitar is used as part of the arrangement. Because the delays are so wide apart, it gives the opportunity to play a note and while it's being echoed, you can play another part on top of it.

Sole-The sole on this song was originally recorded on the demo and flown onto the album master.

One guitar, mono track

Etlects
MEAT #1

D.T. = 720 mill sec.

D.T. = 720 mill sec. D.O. = 30% F.B. = 12% T.C. Chorus

Eventide Harmonizer-

Harmonization = P. #4 Output = 50% F.B. = 0 134

Performance Notes

The guitar effect on this song is a stereo delay set at 360 milliseconds. The direct guitar is being played and heard on the left side of the stereo and the effect is coming back on the right side, With note after the original.

With this effect, you can play something and have it "come back" to you an 8th note later, allowing you to play against it.

For the solo section, the sound goes to mono, and the echo is doubled to 720 milliseconds. There is also a harmonizer added to the mixture, sounding a 5th above the fundamental pitch. Also, the feedback on the echo is brought up to about 30%. (What is noted on the manuscript is strictly the D1 signal).

- INTRO (1) very softly, tap the string, causing a slight pop. The echo will take care of the rest.
- Last beat. The first half of the beat, you slide your pick down the string, and the second half you gliss down the Estring with your left hand.
- B2 3 & 4 That riff is played by muting the strings with the palm of the right hand and "sweeping" with a down stroke across the strings.

Words and Music by DAVID LEE ROTH and STEVE VAL

HINA















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STEVE VAI (SPARE SWITCHER)

RESET	Φ	2016- 2016-	0	GATE	GLIIZ	BIGGER	HOLL
(I) GOD	Œ ZHLLA	① SCHMEAR	© PUTZ	© MEAT1	MEAT2	LOVE	HATE
① KIIM	(I) STR	(D) BANK	(f)	© PS-2	⊕ PS-3	① PS-4	(D)

DIZZY = Eventide 2016 GATE = Drawmer Duel gate GLITZ = Ibanez 1000 BIGGER = TC Analog Chorus HOLD = Hold repeat for the "Shmear" GOD = Eventide 969 Harmonizer ZILLA = Eventide H3000 Harmonizer SCHMEAR = Roland SDE 3000 PUTZ = Yamaha SPX 90 MEAT I = Yamaha Delay 1500 MEAT II = Yamaha Delay 1500 LOVE = Clean Amp HATE = Dirty Amp

HELL = Distortion - Boss Super Overdrive